

PANZER GENERAL™

READ ME FIRST!

Hi! We know you're anxious to begin PANZER GENERAL, but before you do, please be sure that your system meets the following minimum system requirements:

- 386/33 Mhz IBM DX PC
- 4 megabytes of RAM
- MS-DOS 5.0, 6.0, or 6.2, or DR-DOS 6.0, or DR-DOS 7.0
- An **Uncompressed** Hard Drive with 10 MB free (CD), or 20 MB free (floppy)
- SVGA graphics with a Color SVGA Monitor
- A 100% Microsoft (or Logitech) Compatible Mouse
- Microsoft Mouse driver version 8.0 or better
- To install the CD version, a CD-ROM drive

For CD-ROM users, the minimum requirements are a 350 millisecond access time and a 150 KB data transfer rate.

The minimum amount of free base RAM required is:

450,000 BYTES OF FREE BASE RAM
2,800,000 BYTES OF FREE XMS

Users with 4 MB systems who have TSR (terminate and stay resident) files loaded high (including RAM caches such as Smartdrive) may have to create a boot disk to run PANZER GENERAL. Refer to the "Troubleshooting" section which begins on panel three.

Note: hard drive size and total system memory available have no bearing on free RAM. Follow the directions below to determine if you have enough available memory to run the game.

To Check Your Free Base RAM: Type **MEM** from within the DOS directory. The free base RAM is listed as "LARGEST EXECUTABLE PROGRAM SIZE". Compare the listed amount to the amount of free memory required by the game. Also listed is "FREE EXTENDED MEMORY" (or free XMS). If your amount is lower than the game requires, follow the instructions for making a "boot disk" given under the "Memory" section of this data card, or free up additional memory (see the Memory Management section of your DOS manual) before continuing.

Your Game Box Should Contain: Five 3.5" disks *or* one CD-ROM disk, one rule book, and this data card.

INSTALLING THE GAME

Disk Version

The disks that come with the game are in a compressed format, and must be installed before you can begin play.

1. To install the game place Disk 1 in your drive. Be sure this drive is the active drive. For example, to make drive A the active drive, type **A:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

CD Version

The game cannot be played from the CD, and some files must be installed to your hard drive before you can begin play.

1. To install the game place the CD in your drive. Be sure this drive is the active drive. For example, to make drive D the active drive, type **D:** and then press Enter.
2. Type **INSTALL** and press Enter. A screen listing basic system information is displayed. If the install program detects any unmet system requirements, the problem areas will be highlighted in red. Clicking on any item (or typing the corresponding item number) displays additional information and/or help for that item.
3. Follow all on-screen prompts.

If you experience problems during installation, please refer to the "Troubleshooting" section. Additional information regarding memory, sound, video, and mouse setup can be found there.

STARTING THE GAME

1. Boot your system normally with MS-DOS 5.0 or better, DR-DOS 6.0, or DR-DOS 7.0.
2. If you have the CD version of the game, insert the CD into the CD-ROM Drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the game's directory. For example, to change to the *default* directory type **CD\PG** and press Enter.
5. Type **PG** and press Enter to start the game.

For complete and specific "how to play" information, please refer to the rule book. Any notes regarding changes to the game made after the rule book was printed, or any rules errata can be found after the "Troubleshooting" section.

SAVING GAMES

PANZER GENERAL requires space on your hard drive for saved games and temporary files. You need approximately 500,000 bytes free on your hard drive.

TROUBLESHOOTING

This section provides you with several easy steps to solve some common problems.

MEMORY

This game requires **450,000** bytes of **free** base memory to run. Read the front page of this data card to find out how to check your **free** RAM. If you do not have enough free base memory, the game may tell you in the form of an error message or it may crash after startup or during play. Not having files and buffers set correctly for the program can result in corrupted data in saved games and/or crashes during play.

HOW TO MAKE A BOOT DISK

You can free more memory without changing your normal system configuration by creating a boot disk. A boot disk is the best way to temporarily change your system's configuration without possible side effects.

You can make a pre-configured boot disk from the install program by following the directions below.

If Your A: Drive Is a 3.5" Drive

1. Place your PANZER GENERAL disk 1 into your A: drive.
2. Change the active drive to A: by typing **A:** and press Enter.
3. Type **INSTALL BOOT** and press Enter.
4. Follow the on-screen prompts until you see "Boot Disk Creation Successful".

If Your A: Drive Is a 5.25" Drive and Your B: Drive Is a 3.5" Drive

1. Place a blank disk in your A: drive. (Note: It **must** be your A: drive to operate properly.)
2. Place your PANZER GENERAL disk 1 into your B: drive.
3. Change the active drive to B: by typing **B:** and press Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see "Boot Disk Creation Successful".

Note: Your sound card may require sound drivers to be loaded on the boot disk. Please consult your sound card's manual for the necessary drivers.

If You Have the CD-ROM Version

1. Place a blank disk in your A: drive. (Note: it **must** be your A: drive to operate properly.)
2. Place your PANZER GENERAL CD into your CD-ROM drive.
3. Change the active drive to the CD-ROM drive (usually D:) by typing **D:** and pressing Enter.
4. Type **INSTALL BOOT** and press Enter.
5. Follow the on-screen prompts until you see "Boot Disk Creation Successful".
6. Add the appropriate CD-ROM (and if applicable, sound card) drivers to your boot disk. These can be found in the original C:\CONFIG.SYS and C:\AUTOEXEC.BAT files, or the appropriate hardware manuals.

To Start the Game with This Boot Disk

- 1. Place your boot disk in your A: drive.
- 2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or hit the reset button).

After your machine reboots, you will find yourself in the PANZER GENERAL game directory. Type **PG** and press Enter to start the game.

This procedure works for most systems. Certain conditions, however, may prevent our program from successfully creating a boot disk for your particular system setup (a nonstandard mouse driver or operating system other than MS-DOS or DR-DOS, for example). If you experience problems using this procedure, try the manual boot disk procedure below. (Note: This procedure may not work with PS/1s or laptops.)

To Create a Boot Disk Manually

- 1. Place a floppy disk in drive A: (Note: it must be in drive A:).
- 2. From the C: prompt type **FORMAT A:/S** and press Enter.
- 3. Go to the A: drive by typing **A:** and press Enter.
- 4. Type **EDIT CONFIG.SYS** and press Enter. When the blue screen appears type in the lines just as they appear in the sample CONFIG.SYS below. Save this file (it already has a name), then exit.
- 5. Type **EDIT AUTOEXEC.BAT** and press Enter. When the blue screen appears type in the lines just as they appear in the sample AUTOEXEC.BAT below. Save this file (it already has a name), and exit.

Sample files:

<u>CONFIG.SYS</u>	<u>AUTOEXEC.BAT</u>
DEVICE=C:\DOS\HIMEM.SYS	PATH=C:\C:\DOS;C:\MOUSE
DOS=HIGH	PROMPT \$P\$G
FILES=25	MOUSE
BUFFERS=25	

IMPORTANT: Be sure to include the necessary CD and sound card drivers in the appropriate files. Refer to your respective CD and sound card manuals, or original CONFIG.SYS and AUTOEXEC.BAT files, for the correct names and locations of the drivers required.

If you are using the Media Vision Pro Audio Spectrum sound card, you must insert a line resembling the following into your CONFIG.SYS:

DEVICEHIGH=C:\PROAUDIO\MVSOUND.SYS D:3 Q:7 S:1,220,1,5 M:0 J:1

To Start the Game with This Boot Disk:

- 1. Place your boot disk in your A: drive.
- 2. Reboot your machine (Ctrl-Alt-Del on the keyboard, or press the reset button).
- 3. After your machine reboots, change the active drive to the drive that the game is on, go to the directory that the game is on, type **PG** and press Enter to start the game.

SOUND CARDS

The following sound cards are supported:Gamewave32/Soundwave32, General Midi; Roland SCC-1/MPU 401, General Midi; Ultrasound, General Midi; Waveblaster, General Midi; SoundBlaster Pro 16 ASP; SoundBlasterPro III; SoundBlaster Pro II; SoundBlaster Pro I; SoundBlaster Regular; Adlib Gold; Adlib; Media Vision PAS; Media Vision Thunder Board.

If you are experiencing problems with your sound card, try running the diagnostic software that comes with your card. **Eighty percent of all sound card problems are due to mistaken configurations.** If you are running a sound card that is not listed above, or are running a sound card in an emulation mode, your results may not be optimal. This game was tested only on the listed cards.

If you are experiencing problems with the game, try configuring the game for No Sound. If the game will now run normally (but without sound, of course), then you probably need to reconfigure your sound. Type **SOUND** at the game directory, choose “NO” when asked to accept the default settings, correct the IRQ setting, and try starting the game again. If your game still will not run, consult the manual that came with your sound card for diagnostic procedures.

If your sound card’s IRQ is set higher than 7, you may experience intermittent sound and music. To correct this, set your sound card to a lower IRQ. Refer to your sound card manual for detailed instructions.

PANZER GENERAL’s sound installer lists several sound card drivers not supported by the game. These drivers may work, so are included in the sound installer.

VIDEO CARDS/VESA DRIVERS

ATI; Cirrus (Cirrus Logic); Diamond (many cards may require individual drivers); Genoa; Orchid; Paradise; Trident; Tseng (ET 4000)

MOUSE SETUP

If your mouse is not functioning, you should make sure the driver has been loaded. **Windows and other programs of its type have built-in mouse drivers that do not function outside of their environment.** Loading a mouse driver may be as simple as typing **MOUSE** (and pressing Enter) before starting the game. Since the command differs from mouse to mouse, consult your mouse user’s guide.

If your mouse is acting erratically, it may be due to an old mouse driver for your mouse, or it may not be fully Microsoft or Logitech compatible. Check with the mouse manufacturer to see if there is an updated mouse driver available.

BEFORE YOU CALL TECHNICAL SUPPORT

If you are having problems, please consult the “Troubleshooting” section of this data card before calling technical support. We have a staff of technical support specialists ready to help you with any problem you may encounter with the game. If your problem is due to your system configuration they will tell you of the game’s requirements and suggest some possible solutions.

Because of the millions of different hardware and software combinations possible with today’s PCs, **you may still have to consult with your computer dealer, hardware manufacturer, or software publisher in order to properly configure**

their product to run with our game. If at all possible, be near your computer when you call. The technical support representative will need specific information about your machine and may need you to access or change some files while you are on the phone.

If it is not possible to be near your computer, be sure to have the following information:

- a listing of all of your machine’s hardware and its settings
- the contents of your AUTOEXEC.BAT and CONFIG.SYS files
- all the information listed after the MEM command (read the “To Check Your Free RAM” section for pertinent information)
- the current configuration of your game

Our technical support number is (408) 737-6850. Our hours are 11 am to 5 pm, Pacific time, Monday through Friday, holidays excluded. **ABSOLUTELY NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.**

SSLBBS

We have a BBS containing patch files to update most of our products to the most current version, as well as product demos and new product announcements.

If you have a 9600, 14.4k, 21.6k, or 28.8K baud modem, call (408) 739-6137. If you have a 1200, 2400, 9600, 14.4k, 21.6k, or 28.8K baud modem, call (408) 739-6623. Your modem needs to be set to N,8,1 and must be 100% Hayes compatible. Demos are not available to users with modem speeds under 9600 due to size and download time.

IMPORTANT GAME PLAY NOTES

- Be sure to print out and read the README.TXT file. It contains detailed campaign and scenario notes that will assist you.
- Scenario victory conditions appear in the README.TXT file.
- Because of the many strategic and tactical choices PANZER GENERAL offers the user, we have provided “Custom” options if a scenario is too difficult or too easy. Increasing or decreasing the Prestige and/or Experience levels is a very powerful balancing tool and should be used with caution.
- The names Rutno and Kutno refer to the same city in Poland.

Additional scenario testing by: Eric W. Adams, Steve Murphy, Gerald Penaflor, and Kevin Wallace.



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